

Innovation Commons Values

Web Conference

September 21, 2005

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Innovation Commons Network



Agenda

- ✓ Introductions
- ✓ Innovation Commons
- ✓ Values
- ✓ Innovation Commons Value Survey Results (Round 1)
- ✓ Innovation Commons Survey (Round 2)
- ✓ Blog topics
- ✓ Innovation Commons Principles Survey
- ✓ Report

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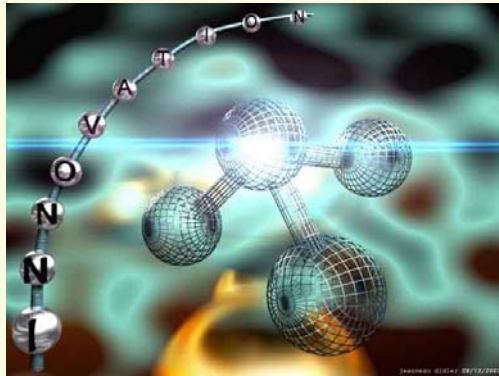
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Innovation Commons



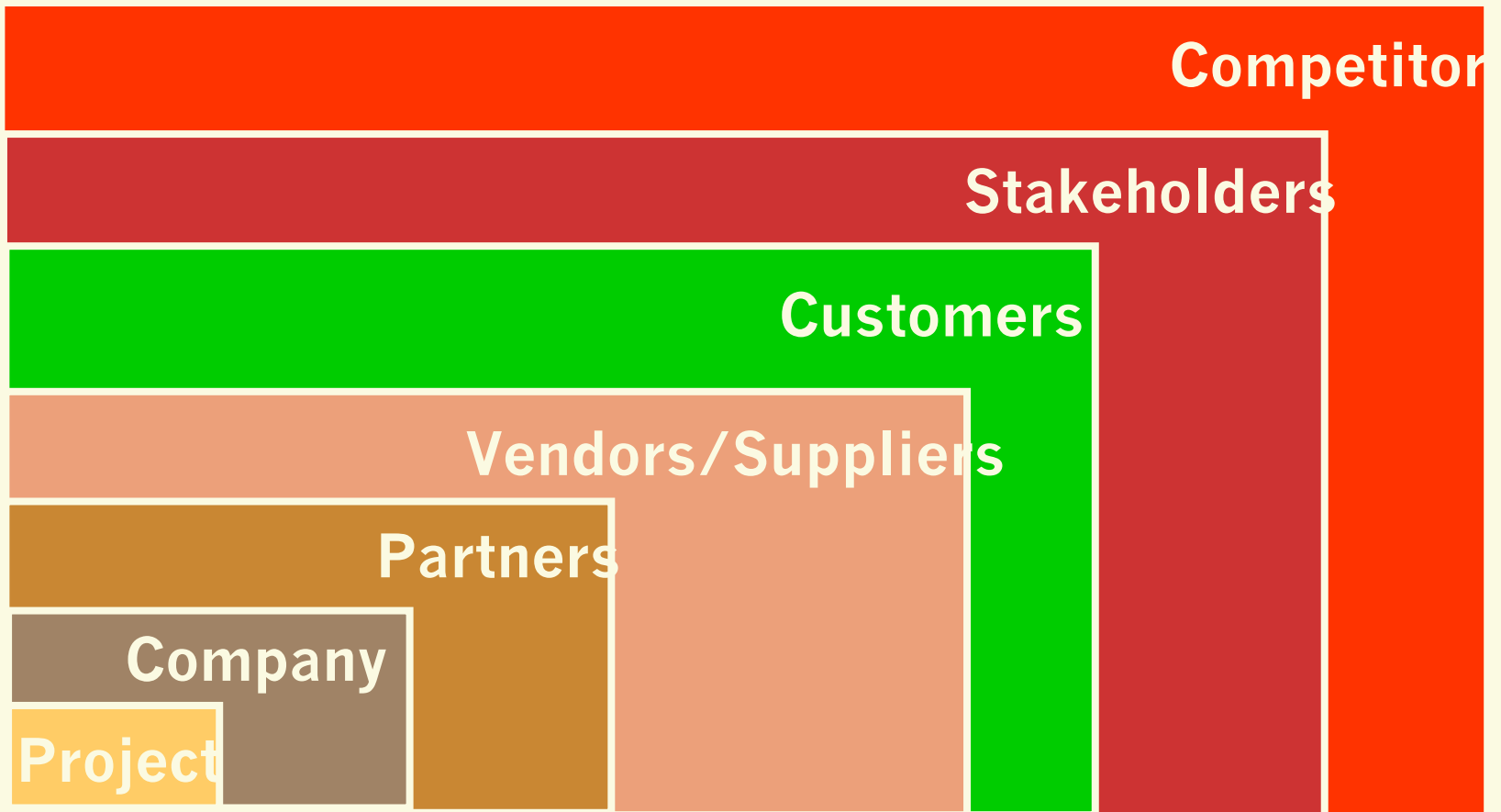
- ✓ A space (physical or virtual) that enables innovation through the mutual and interdependent creativity of its members

Innovation Commons (cont.)



- ✓ Open system (bounded)
- ✓ Everyone contributes
- ✓ Everyone can use the results
- ✓ Members who don't contribute are excluded
- ✓ Fluid & flexible
- ✓ An abundant resource system

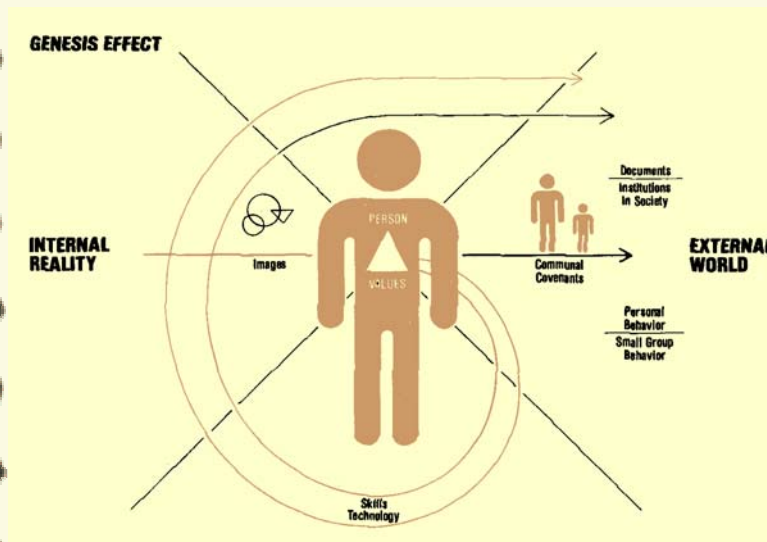
Innovation Commons Boundaries



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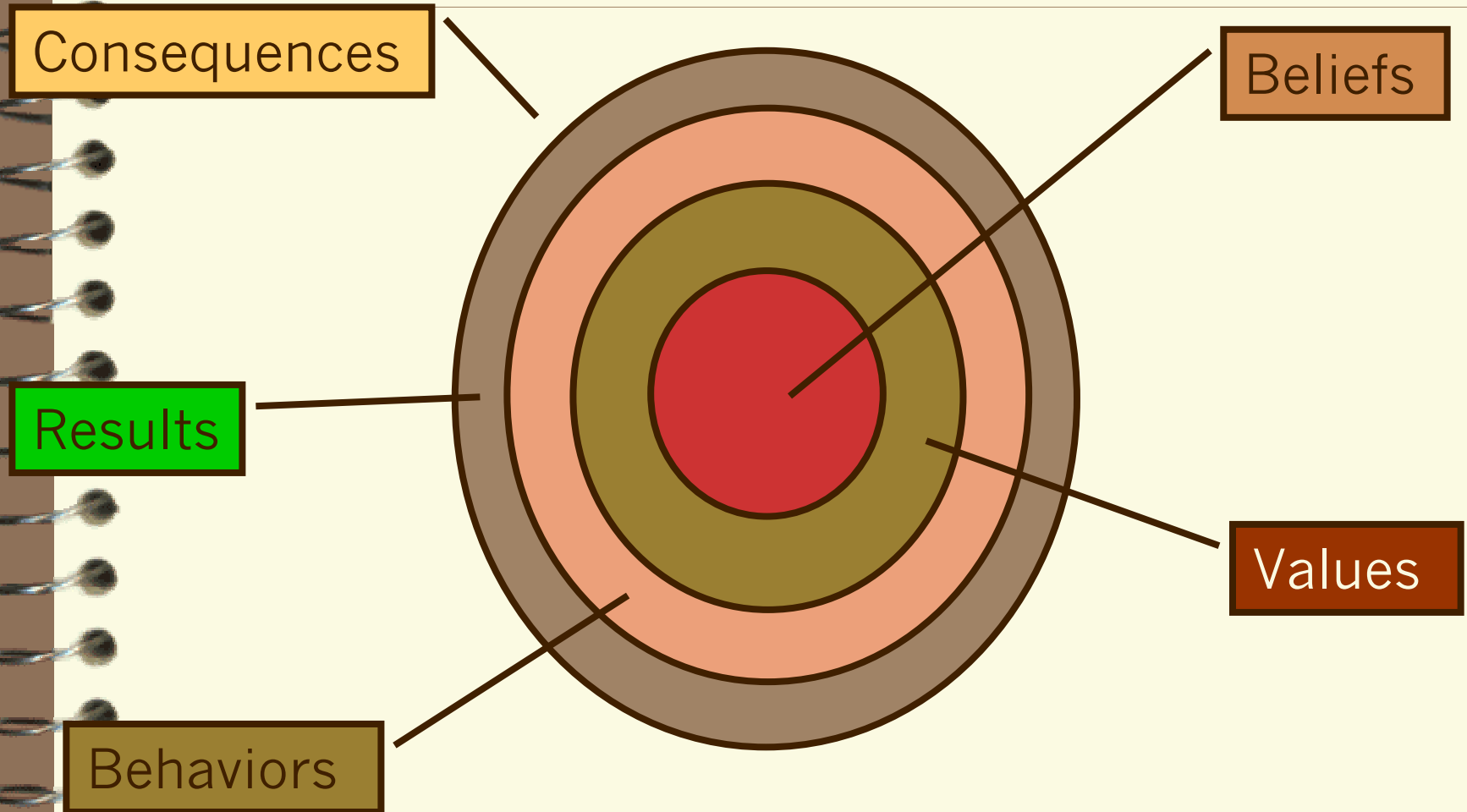
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Values



- ✓ Values are priorities
- ✓ Values contain emotional energy
- ✓ Values are mediators
 - Inner world of images
 - Outer world of actions
- ✓ Values are information that give rise to expression
- ✓ Values in isolation are always positive
- ✓ Values clusters creatively enhance or diminish quality of life

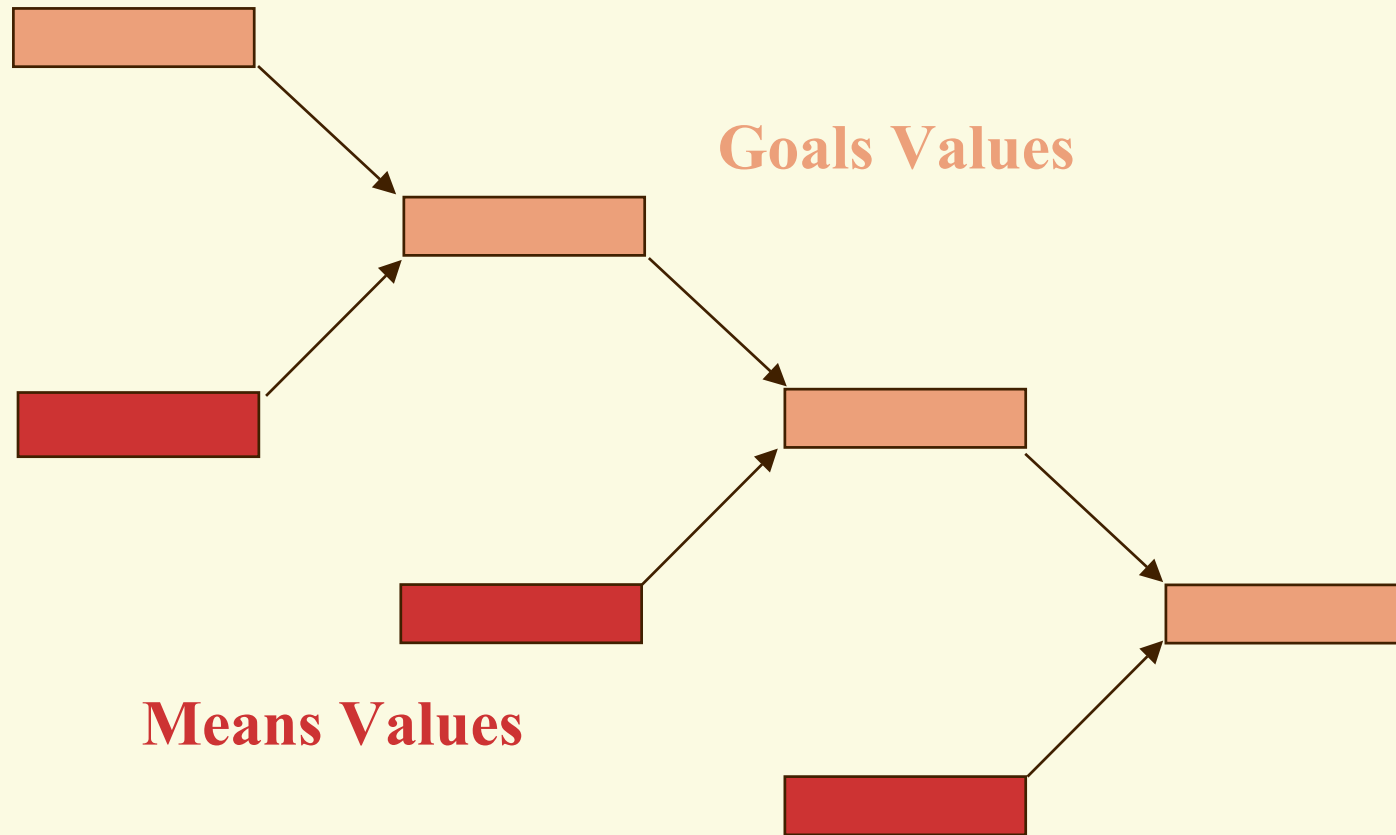
Organizational Culture



Values in Organizations

- ✓ People Know How To Behave
- ✓ People Feel Better About What They Do
- ✓ Better Decisions Are Made
- ✓ Organizations With a Few Key Market Driven Values Well Developed Are More Likely To Be Successful
- ✓ Organizations That Can Change Values Will Thrive

Values Dialectic



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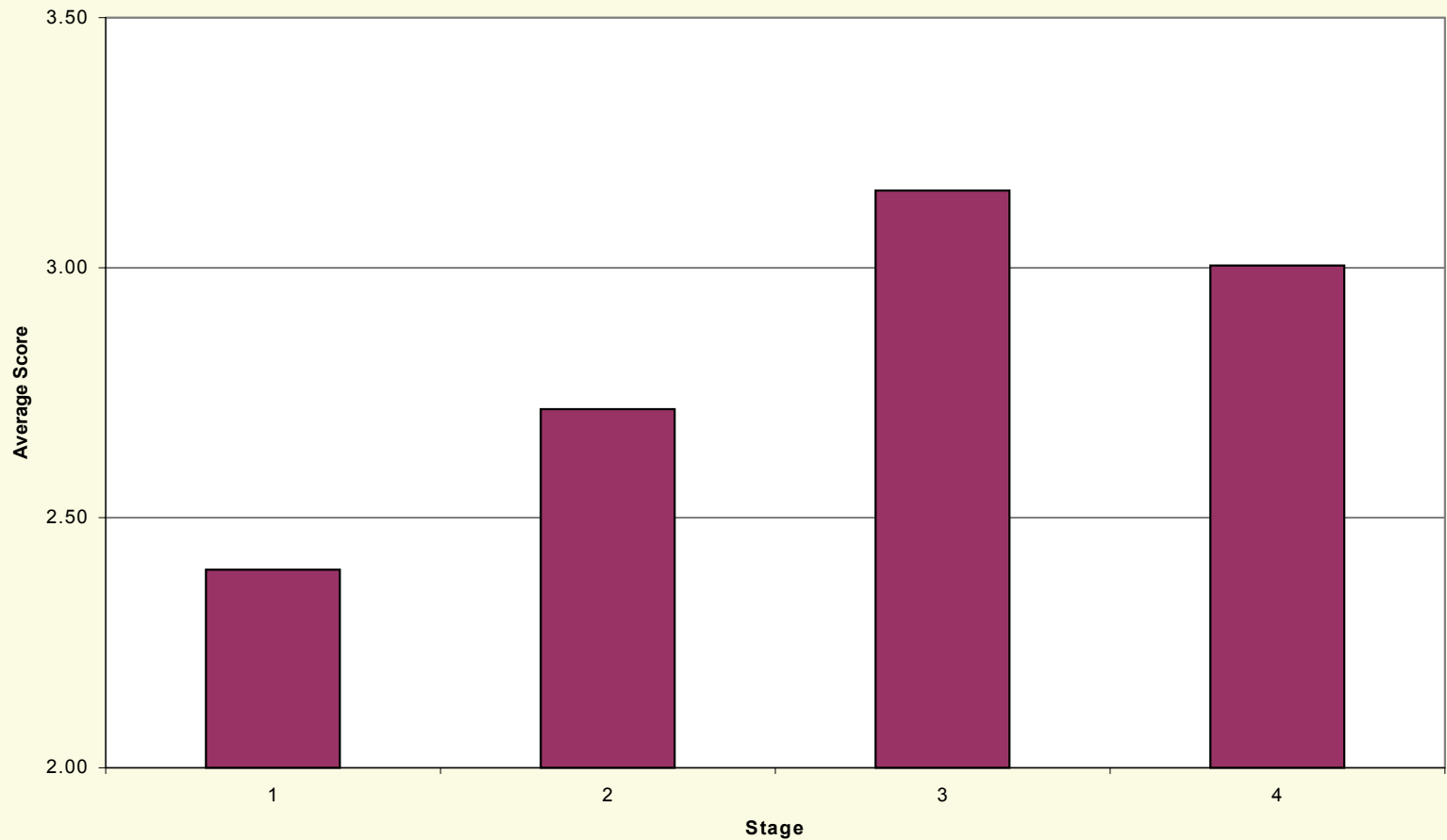
Life Stages

| | 1 | 2 | 3 | 4 |
|------------------|---|---|--|---|
| Consciousness | Material | Formative | Productive | Final |
| The World | Mystery I Have No Control | Problem I Must Cope | Project I Must Participate | Mystery We Must Care |
| Self Function | Exist Center Hostile World | Do Succeed Belong | Act Reshape Independence | Give Life Global Intimacy & Solitude |
| Human Needs | Physical Food, Pleasure, Sex, Warmth & Shelter | Social Acceptance, Affirmation, Approval | Personal Creativity, Be, Accomplish | Communal Global Harmony, Nurturing |

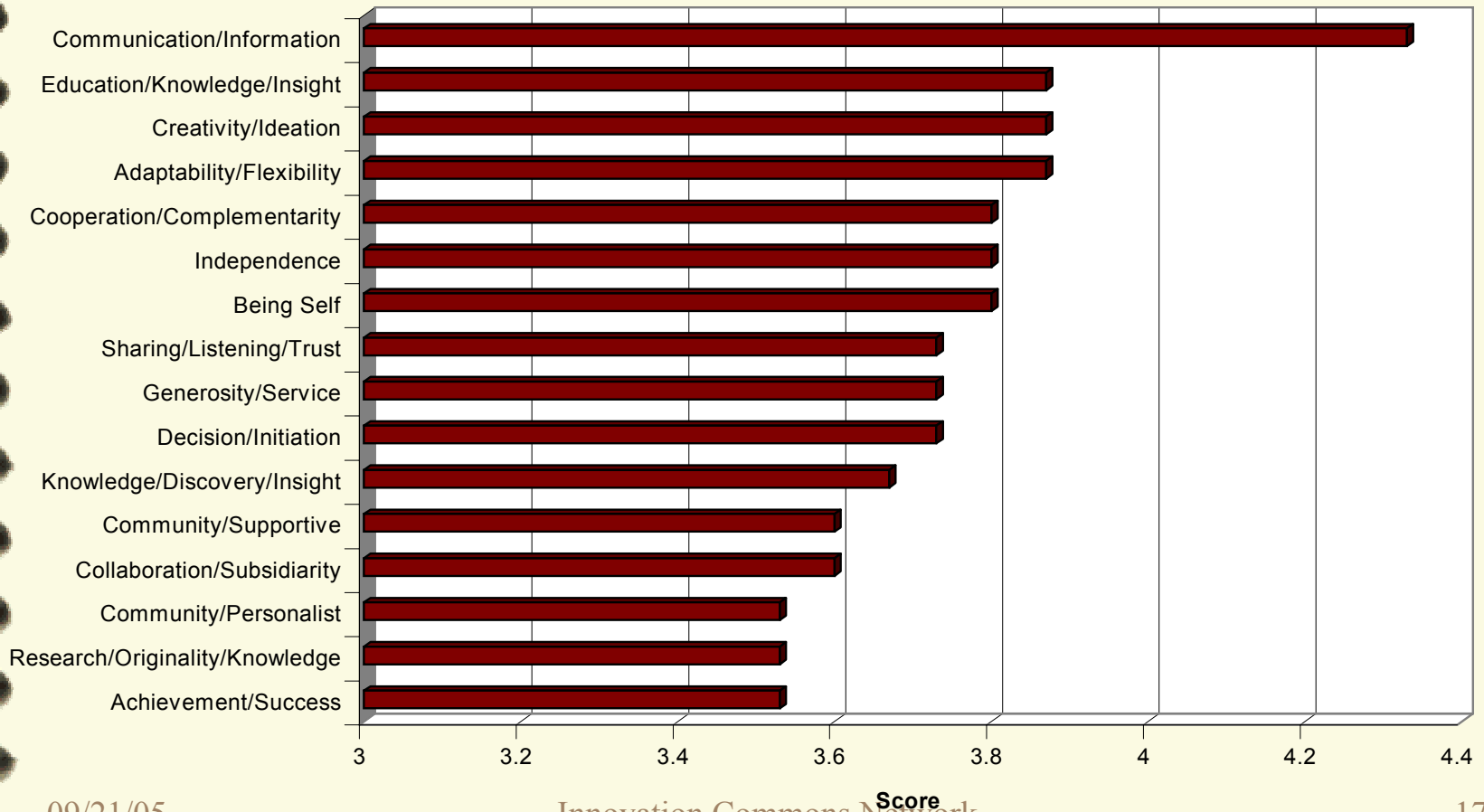
Life Stages (cont.)

| Values | Material | Formative | Productive | Final |
|--------------|-------------------------------|---|---|---|
| Goal Values | Self Preservation Security | Family Belonging Self Worth Self Competence Confidence | Life/Self-Actualization Service Vocation Being Self Human Dignity | Intimacy Solitude Ecority Beauty Transcendence |
| Means Values | Safety Survival | Instrumentality Education | Empathy Integrity Independence Accountability Mutual Responsibility | Interdependence Convivial Tools Intermediate Technology |

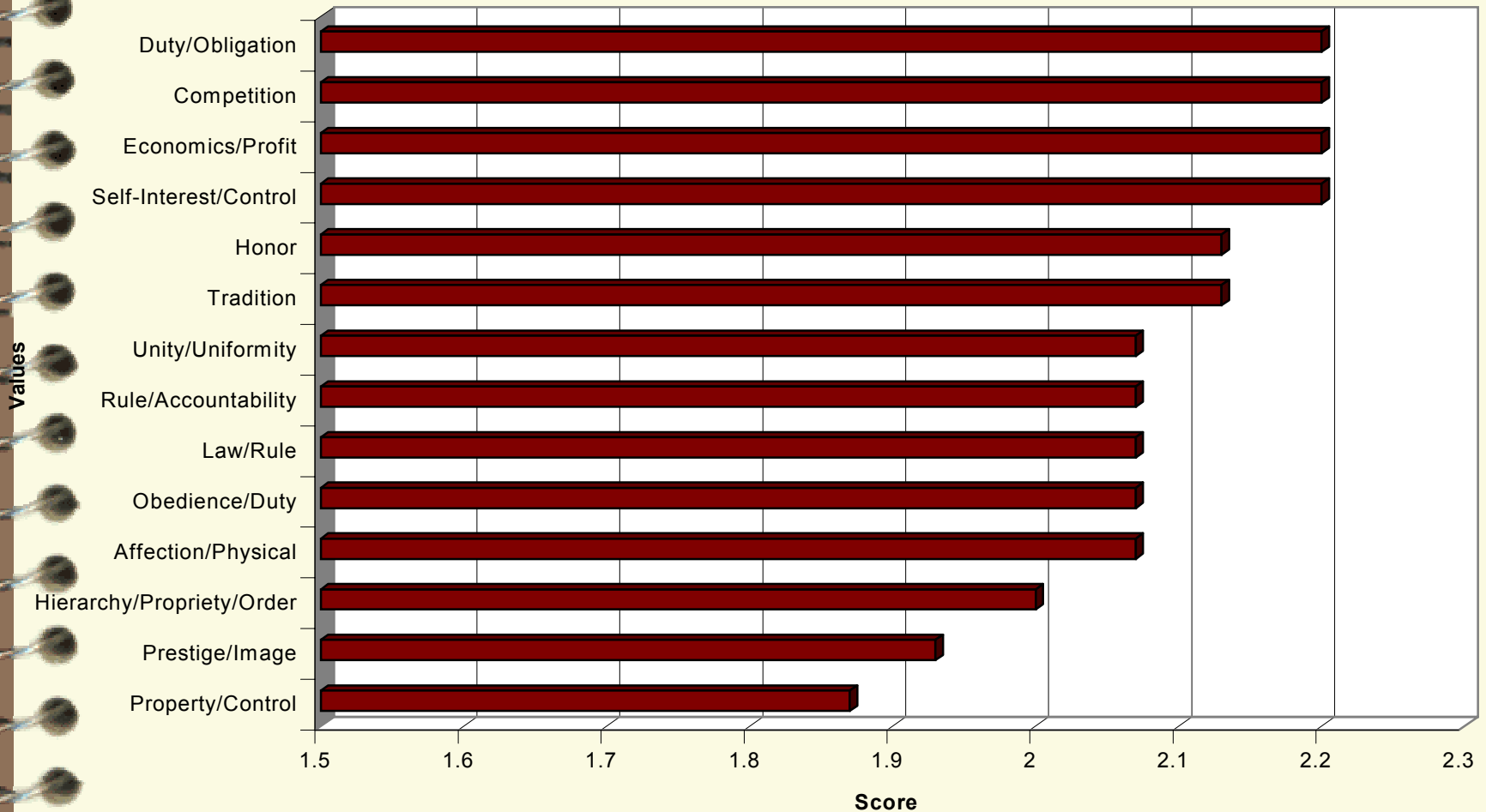
Innovation Commons Values Stage



Top Scores



Bottom Scores



Selected Innovation Commons Values

✓ Goals Values

- 11
- > 3 (Important)

✓ Means Values

- 11
- > 3.6 (Important to Very Important)

Innovation Commons Goals Values

- ✓ Being Self
- ✓ Equality/Liberation
- ✓ Fantasy/Play
- ✓ Human Dignity
- ✓ Integration/Wholeness
- ✓ Knowledge/Discovery
Insight
- ✓ Life/Self Actualization
- ✓ Self-Competence
Confidence
- ✓ Service/Vocation
- ✓ Truth/Wisdom Integrated
Insight
- ✓ Work/Labor

Innovation Commons Means Values

- ✓ Adaptability/Flexibility
- ✓ Collaboration/Subsidiarity
- ✓ Communication
Information
- ✓ Community/Supportive
- ✓ Cooperation
Complementarity
- ✓ Creativity/Ideation
- ✓ Decision/Initiation
- ✓ Education/Knowledge
Insight
- ✓ Generosity/Service
- ✓ Independence
- ✓ Sharing/Listening/Trust

Values Survey (2nd Round)

- ✓ Select the Top Three from Each Type - Goals and Means
- ✓ Development of Dialectic
- ✓ Create Scenario
- ✓ Publish Results

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Blog topics

- ✓ Commons
- ✓ Innovation Commons
- ✓ Understanding
- ✓ Criteria
- ✓ Other Forms
- ✓ Tools
- ✓ Miscellaneous

What Needs to Be Added?

Commons

- ✓ The Failure of the Commons
- ✓ Commons Definition
- ✓ Principles of the Commons
- ✓ Commons
- ✓ Governing Common Pool Resources
- ✓ The Commons
- ✓ The Tragedy of the Electronic Commons
- ✓ Law, Custom and the Commons

Innovation Commons

- ✓ Innovation Commons Definition
- ✓ What is an Innovation Commons
- ✓ The Limits of an Innovation Commons
- ✓ Inventing the Innovation Commons

Understanding

- ✓ Science
- ✓ Patents
- ✓ Smart Mobs (2)
- ✓ Creating an Innovation Commons (Genetics)
- ✓ The Stranger
- ✓ A Simpler Way
- ✓ P2P and Human Evolution
- ✓ A Gaudier Future that Almost Blinds the Eye
- ✓ The End of Innovation?
- ✓ The World is Flat (2)
- ✓ Rhetoric
- ✓ Internet and Artistic Creativity
- ✓ Communication
- ✓ Extra-preneurship
- ✓ Cooperation (Game Theory)
- ✓ Virtuous Circle
- ✓ Beauty
- ✓ Teilhard de Chardin and the Noosphere

Criteria

- ✓ Honesty
- ✓ Workable Design Criteria for use when Conflicting Ideologies Collaborate
- ✓ Individual Characteristics
- ✓ Trust and Respect

Other Forms

- ✓ Twelve Step Programs
- ✓ Co-Innovation
- ✓ Collaborative E-Learning and Generative Conversations
- ✓ The Internet as an Innovation Commons
- ✓ Sobornost'
- ✓ Inclusive Innovation
- ✓ Democratic Innovation
- ✓ Consortia
- ✓ Open Source
- ✓ Markets
- ✓ Co-Intelligence

Tools

- ✓ Idea Journal
- ✓ Scenario Planning
- ✓ Second Life
- ✓ It's a Free World After All
- ✓ Open Space Technology
- ✓ Problems with the Values Survey
- ✓ Misc. - A Poetic Thought

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Principles Survey

- ✓ Identify all Potential Principles from the Blog
- ✓ Develop Survey
- ✓ Conduct Survey to Determine Highest Priority Principles
- ✓ Web Conference to Discuss Results

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Report

- ✓ Synthesize all the Work Done
- ✓ Create and Publish Report

Future

✓ Where do you want to take this network?